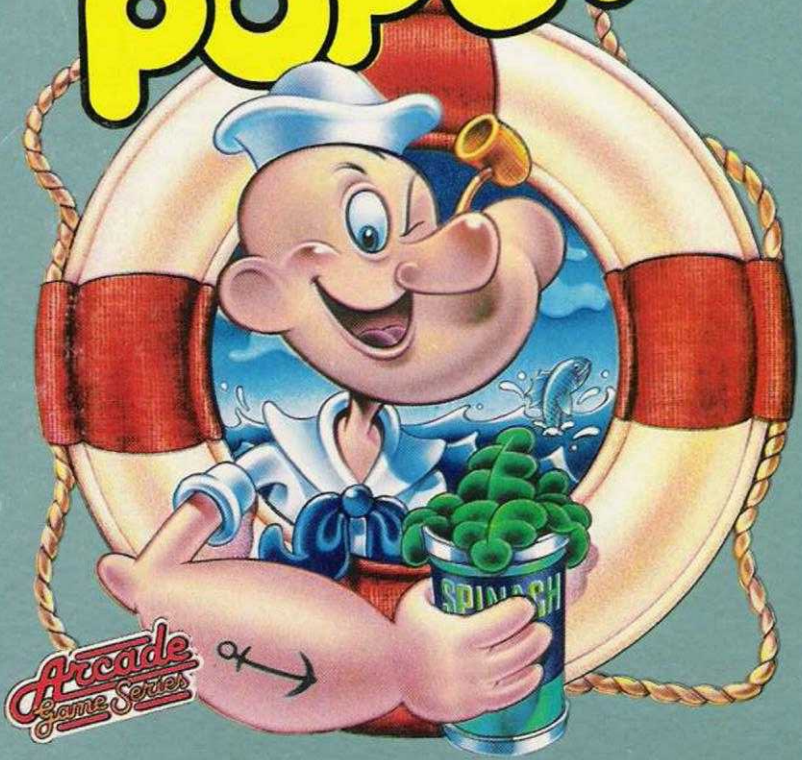
PARKER VIDEO GAME CARTRIDGE
cassette de jeu vidéo

POPEYE®*



Arcade Game Series

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PARKER

POPEYE®*

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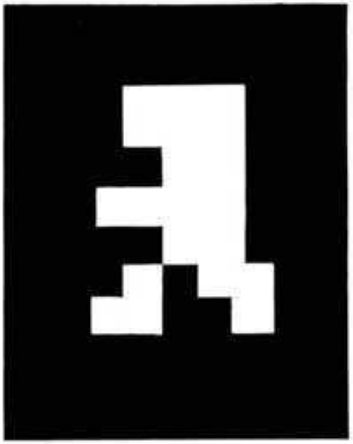


OBJECT

In this game, you're Popeye! And your goal is to catch all of Olive Oyl's hearts before they hit the water and sink – or before Brutus knocks you overboard. For each 100 points you score, you'll advance to the next – and more difficult – round. Good luck!

SETTING THE CONSOLE CONTROLS

1	Place the game cartridge firmly into the cartridge slot.
2	Press RESET.
3	Select the number of players. For a one-player game, press "1". For a two-player game, press "2". (see BRUTUS section for details on two-player games.) The action will automatically begin once you've selected the number of players.

NOTE: Any time during the game, you may press RESET to restart the game from the beginning.

THE JOYSTICK

Use your joystick to guide Popeye to the right, left, up, and down.

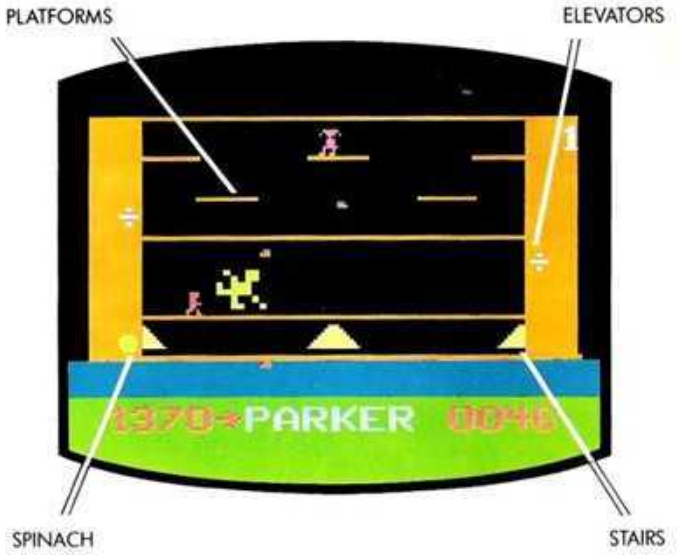
Press the ACTION button whenever you want Popeye to:

- Grab his spinach (see SPINACH section)
- Pull a sinking heart out of the water (see HEARTS section)
- Punch bottles thrown by Brutus (see BRUTUS section)
- Drop the bucket on top of Brutus (see BUCKET section)

PLAYING

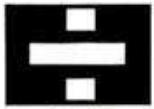
You begin each game with 3 Popeyes. Your first Popeye appears on the left of platform 2 as soon as you select a game number. The number on the top, right-hand side of the screen indicates the number of Popeyes currently played.

In each round, Popeye must win Olive Oyl's affection by catching all of her hearts before they fall into the water and sink. But Brutus does his nasty best to try and stop Popeye from completing his fanciful mission. He'll try to knock Popeye overboard by either pelting him with bottles, or swinging his fists. Whenever Brutus does hit Popeye, or one of Olive's hearts sinks into the water, you lose that Popeye. If you have a remaining Popeye, he will appear on the left of platform 2 – ready to try again!



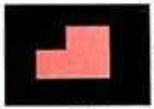
SPINACH

Throughout the game, Popeye's spinach will appear on the 5th platform, alternating between the left and right sides. Whenever you wish, guide Popeye over to the spinach and press the ACTION button. If you reach it in time, Popeye will turn red and you'll hear the Popeye theme play. Before Popeye's "spinach strength" wears off, try to catch Brutus and knock him overboard. If you do, you gain 4 points!



ELEVATORS

There are 2 elevators which Popeye can use to travel up and down between platforms. One is located to the extreme left of the screen, the other to the extreme right. Simply guide Popeye to the extreme left or right of platforms1, 3, or 4, and stop him once he reaches the end. The elevator will automatically pick up Popeye and carry him in the direction in which it is moving. Popeye will "step off" the elevator at either platform 1 or platform 4, depending upon which direction the elevator is moving.



HEARTS

As you can see, Olive Oyl is standing at the top of the screen, tossing hearts down for Popeye to catch. Try to guide Popeye over to them. Each time you catch one, you'll earn a certain number of points, depending upon which platform Popeye is on.

If a heart falls into the water, you have a short amount of time to guide Popeye down to the 4th platform and pull it out. Position Popeye directly over the sinking heart, and then press the ACTION button. Popeye will bend down and scoop it out of the water. But if Popeye doesn't reach a sinking heart in time, Olive Oyl will jump down to scold Popeye, and then you'll lose that Popeye.

Olive Oyl will continue to toss hearts down to Popeye until you run out of Popeyes.

PLATFORM 1

As you can see, there are two sections to platform 1 located at the top portion of the screen; one to the right and one to the left. Whenever Popeye is standing on either of these two platforms, he is safe from Brutus.

BUCKET

Whenever Popeye is standing on platform 2, you'll see a bucket hanging in the centre, topmost portion of the screen. If Brutus is directly below this bucket, Popeye can punch it and cause the bucket to drop on top of Brutus – stopping him in his tracks for a brief period of time.

To make the bucket drop, simply move Popeye in the direction of the bucket while simultaneously pressing the ACTION button. If Popeye misses the bucket with his fists, try again.

BRUTUS

ONE-PLAYER GAME

In a one-player game, the role of Brutus is played by the computer. Brutus will chase Popeye up, down, and across platforms trying to knock him overboard.However, unlike Popeye, Brutus cannot use the stairs or the elevators to travel between platforms. Brutus can only knock Popeye overboard by:

- Catching Popeye on the same platform.
- Reaching up from the platform below Popeye.
- Reaching down from the platform above Popeye.
- Hitting Popeye with a bottle while on the same platform.

TWO-PLAYER GAME

In a two-player game, the player NOT guiding Popeye controls Brutus. Brutus can move in the same directions as the joystick; left, right, up, and down.

Press the ACTION button whenever you want Brutus to:

- Throw a bottle when he and Popeye are on the same platform.
- Knock Popeye overboard when he is directly above Brutus.
- Knock Popeye overboard when he is directly below Brutus.

END OF GAME

The game ends when you've lost all your Popeyes. The next game will begin automatically.

ROUND PROGRESSION

For each 100 points you accumulate, you will automatically advance to the next, and more difficult round. The following changes will occur from round to round.

- The speed at which Olive's hearts fall will increase.
- Brutus will chase Popeye more closely and at a faster pace.
- Brutus will throw bottles more often.

TWO-PLAYER GAME

In a two-player game, the player NOT guiding Popeye controls Brutus. Players will alternate as Popeye, and the score for each player will be displayed throughout the game; the first player's score to the left, the second player's score to the right.

- In a two-player game, when one player loses all his or her Popeyes, he or she is out of the game. The opponent, however, may continue to play as long as he or she has a remaining Popeye.

SCORING

The number of points for each heart caught by Popeye depends upon which platform Popeye is on when he catches it.

Platform 2	10 POINTS
Platform 3	9 POINTS
Platform 4	7 POINTS
Platform 5	6 POINTS
Sinking Hearts	5 POINTS
Knocking Brutus Overboard	4 POINTS
Dropping Bucket onto Brutus	9 POINTS
Punching Brutus' Bottles	2 POINTS

HIGH SCORE

When a game ends, the highest score will be displayed at the bottom, left-hand side of the screen. The player who achieved this score may type his or her name or initials on the console and it will appear next to this score.

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POPEYE®

In this game, you're Popeye! And your goal is to catch all of Olive Oyl's hearts before they hit the water and sink – or before Brutus knocks you overboard. For each 100 points you score, you'll advance to the next – and more difficult – round. Good luck!

Dans ce jeu, POPEYE, c'est vous! Et votre but est d'attraper tous les coeurs d'Olive Oyl avant qu'ils ne tombent à l'eau et coulent – ou avant que Brutus ne vous renverse. Chaque fois que vous marquez 100 points, vous avancez jusqu'au prochain tour qui est plus difficile. Bonne chance!

In diesem Spiel sind Sie POPEYE! Ihr Ziel ist es, alle Herzen von Olivia aufzufangen, bevor sie im Wasser versinken. Dabei müssen Sie Brutus und seinen Flaschen aus dem Weg gehen, um nicht über Bord geworfen zu werden. Jedesmal wenn Sie 100 Punkte gesammelt haben, geht es weiter zur nächsten – und schwierigeren Runde.

In questo gioco vi trovate nei panni di POPEYE! Il vostro intento è di afferrare tutti i cuori di Olive Oyl prima che finiscano in acqua ed affondino, o prima che Brutus vi faccia cadere in acqua. Per ogni 100 punti che segnerete passerete al giro successivo, che sarà più difficile.

En este juego, i usted es POPEYE! Y su meta es recoger todos los corazones de Olivia antes de que caigan al mar y se hundan – o antes de que Brutus lo tire por la borda. Por cada 100 puntos obtenidos, avanzará a la siguiente vuelta, que será aún más difícil, ¡Buena suerte!

In dit spel ben je POPEYE! En je legt je erop toe alle hartjes van Olijfje te winnen voordat ze in het water vallen en zinken – of voordat Brutus je overboord slaat. Voor iedere 100 punten die je scoort ga je naar de volgende ronde – en die is een stuk moeilijker. Sukses!

A video game cartridge from PARKER For the PHILIPS® VIDEOPAC® Computer